



February 2006

K310

Pocket picture album



Sony Ericsson

Preface

Purpose of this document

This White Paper will be published in several revisions as the phone is developed. Therefore, some of the headings and tables in this document contain limited information. Additional information and facts will be forthcoming in later revisions.

The aim of this White Paper is to give the reader an understanding of the main functions and features of this phone.

People who can benefit from this document include:

- Operators
- Service providers
- Software developers
- Support engineers
- Application developers

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First edition (February 2006)
Publication number: EN/LZT 108 8499 R1A

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Sony Ericsson Developer World

On www.sonyericsson.com/developer, developers will find documentation and tools such as phone White Papers, Developers Guidelines for different technologies, SDKs and relevant APIs. The website also contains discussion forums monitored by the Sony Ericsson Developer Support team, an extensive Knowledge Base, Tips & Tricks, example code and news.

Sony Ericsson also offers technical support services to professional developers. For more information about these professional services, visit the Sony Ericsson Developer World website.

Document history

Change history

2006-02-27	Version R1A	First preliminary version
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Product overview

With the VGA camera, large display, a wide range of connection options and fast access to stored images, the main focus for K310 is to bring quick and easy image handling to the user. This includes direct and fast access to the camera and one click access to stored images and videos from the desktop. Search for images and videos shot on different occasions by day or month by using Time Line Search (Time-View).

Pictures and video clips can easily be shared with friends via MMS or email or be transferred to a computer by using a USB cable or Infrared.

A 1.8 inch 65K UBC (Ultra Bright Colour) screen accommodates a user-friendly atmosphere. Face Warp (a Java™ application) makes use of the camera to alter/twist images in a picture in a funny way and the resulting image can be sent immediately to friends in a message.

Play music and view video clips with the media player that supports MP3. Browse the Internet with the HTML browser and check email from the phone at any time. Synchronize calendars, to-do lists and contacts between the phone and a computer, using any of the available transfer methods, or by using SyncML for remote synchronization.

The contents in the phone can be adjusted to reflect the user's personality. With PlayNow™, content such as music and games can be previewed before purchase and download. The visual presence of the phone can also be modified by switching covers to different styles and colours.

Note: To provide updated information about the implemented technology and functionality of this product, this White Paper will be released in updated revisions.

Key features



VGA camera

With the VGA camera which includes 4x digital zoom and many user friendly features, taking pictures becomes easy and fun.



Video recording



1.8 inch colour screen



The 1.8 inch (128x160 pixels) full graphic 65K UBC (ultra bright colour display) colour screen enhances viewing of high-quality content in the phone.



Media player



Play music and view video clips.



Style-Up™ covers

Change the visual appearance of the phone by switching covers to different styles and colours.



Java™

Download new applications, such as, games and utility software. This gives users a chance to personalize the functions and features in their phones, and developers the opportunity to create new applications.



HTML web browser support

Browse the Internet and look at the web sites in a different way with Access NetFront™ 3.3, an HTML browser which supports a complete web standard suite.



PlayNow™

A unique direct-link to download music and games, which is easy to use and promises you best-selling content for mobile download. The content can be previewed before purchase. By selecting PlayNow™, you can, for example, go straight to a live list of top music hits. All formats that are supported in the phone will be available for download.



Personal Information Management (PIM)

Stay up to date with everyday events by synchronizing phone contacts, calendar appointments and tasks in the phone with similar programs in a computer. The synchronization software can be downloaded from www.sonyericsson.com/support.



Gaming

Gaming is a very popular feature in mobile phones, and with Java™, users can download new games and skill levels to further enhance the entertainment experience. Several embedded games are included in the phone at purchase.



Polyphonic sound

Polyphonic ringtones, 40 simultaneous voices/instruments.



Picture Messaging (MMS)

Multimedia Messaging Service. Logical extension of SMS and EMS, MMS defines a service enabling sound, images and video to be combined into multimedia messages.



Push email

K310 supports push email, a method of pushing new emails automatically to mobile devices. Push email gives a high usability to mobile email, with email being delivered in the background (similar to SMS/MMS)..

Images



Technologies in detail

This chapter offers a detailed description of the technologies available in this product.

Functions and features

The following table is a description of the features in this product. It also compares this product with two other Sony Ericsson products.

Feature	K310	K300	Z520
3D games	X	X	X
Access NetFront™ Web browser	X		
Activity Menu	X		X (Navigation key up)
Get direct access to new events, bookmarks and shortcuts by using the activity menu button.			
Alarm clock	X	X	X
Antenna	X	X	X
Built-in			
Backlight	X	X	X
Illuminates your phone screen.			
Battery	3.6V, 750 mAh, Lithium Polymer	3.6V, 700 mAh, Lithium Polymer	3.6V, 900 mAh, Lithium Polymer
Battery charging time	At least 90% charged within 2 hours.	At least 80% charged within 1 hour.	At least 90% charged within 2 hours.
Business card exchange	X	X	X
Exchange contact information.			
Calculator	X	X	X
Calendar	X	X	X
Fully functional calendar with day, week and month views and reminders.			
Call list	X	X	X
View calls made and calls received.			
Camera	VGA	VGA	VGA
Camera button	X	X	X
A dedicated camera button. Press once and the integrated camera activates.			

Feature	K310	K300	Z520
Chinese input method Text input methods based on Simplified or Traditional Chinese; Bopomofo, Pinyin or Stroke.	X		X
cHTML A mobile device adapted version of the standard Internet communications protocol HTML.	X	X	X
Clock Visible clock on the screen.	X	X	X
Co-branding area	8 x 22 mm	7 x 22 mm	Outside: 5.5 x 16 mm Inside: 7.6 x 22 mm
Code memo A safe place to store all your PIN codes and other information. To access Code memo, you only need one PIN code.	X	X	X
Colour	Misty Silver Shadow Blue	Visual Blue Smooth Silver	Sandy Grey Chalky White
Contacts Phonebook with fields for name, phone and fax numbers, email address, company and title.	X, save up to 1000 contacts (2500 phone numbers in total)	X	X
Conference calls Support for multi-party calling.	X	X	X
Content online Downloadable pictures and ringtones available online.	X	X	X
Copyright protection - DRM DRM (Digital Rights Management) features the rights and copy protection of downloaded content (audio, pictures, music tones, video, entertainment features such as games, java applications etc.).	X, OMA DRM v1	X	X

Feature	K310	K300	Z520
Design	Stick phone, dual front, exchangeable front and battery cover.	Stick phone, dual front.	Clamshell phone, internal and external display, exchangeable front and battery cover.
CSS	X		X
Cascading Style Sheets, the de facto standard style sheet language on the Web, specified by W3C.			
Device Management (DM)	X	X	X
DM utilizes GPRS as bearer of the provisioning data (basic network connectivity needs to be in place) and allows the operator to access the phone and check and set different settings such as Network connectivity (GPRS), email, MMS, WAP and Java™. DM is achieved by supporting Over The Air provisioning 7.1 (OTA), OMA Client Provisioning 1.1 (CP) and OMA DM 1.1.2.			
Digital camera menu	X	X	X
Digital zoom	4x	4x	4x
Display			
Type: Size: Resolution: Technology: Colours displayed together: Backlight colour:	Full graphical 1.8 inches 128 x 160 pixels CSTN 65,000 (16 bit) White	Full graphical 1.6 inches 128 x 128 pixels CSTN 65,000 (16 bit) White	Full graphical 1.8 inches 128 x 160 pixels TFT 65,000 (16 bit) White
DOM2			
Document Object Model (DOM) Level 2 HTML Specification, specified by W3C.			
Email	X	X	X
Built-in email client with inbox, outbox, compose, send and other functions.			
EMS (Enhanced Messaging Service)	X	X	X
Text messaging with pictures and sounds.			

Feature	K310	K300	Z520
Exterior description			
Length (mm):	102	99.9	93.5
Width (mm):	44	45.2	45.7
Thickness, thinnest (mm):	17 (keypad)	19.4 (keypad)	
thickest (mm):	18.2 (display)	21 (display)	23.9
Fast port	X		X
A system connector which enables faster data transfer from phone to PC and PC to phone.			
File manager	X	X	X
Folder structure storage to help you store and organize pictures, sounds and other phone content.			
Frames	X	X	X
Before you take a picture, you can choose to have a frame surrounding the picture.			
Games download	X	X	X
Replace your in-phone games with new ones.			
Games embedded	X	X	X
GPRS	X Multislot class 10 supported (4+2)	X Multislot class 8 supported (4+1)	X Multislot class 10 supported (4+2)
General Packet Radio Services - a communications standard enabling packet data transfer similar to Internet - 28.8 kbps - 58.6 kbps. It is recommended that you have GPRS to use MMS and content download services.			
High Speed Data	X	X	X
HSCSD - a communications standard enabling GSM data transfer 14.4 - 28.8 kbps.			
HTML	X		X
HyperText Markup Language, the standard Internet communications protocol.			
Icon Desktop	X	X	X
A graphic icon desktop with interactive icons.			
IMAP Idle	X		

Feature	K310	K300	Z520
Infrared port A wireless connector enabling you to connect your phone to a laptop or other infrared device in order to share pictures, synchronize or use the phone as a modem.	X	X	X
Instant messaging Chat - several people can take part in a mobile messaging session.	X	X	X
Java™ Support for Java™ technology.	Java 2, Micro Edition (J2ME™), Java 3D	Java 2, Micro Edition (J2ME™), Java 3D	Java 2, Micro Edition (J2ME™), Java 3D
Joystick A four-directional stick navigation control with press function.	X	X	
Keypad	Keypad with 12 keys, 2 selection keys, clear and back keys, 4+1 way joystick, separate on/off key, camera key, activity menu key	Keypad with 12 keys, 2 selection keys, clear and back keys, 4+1 way joystick, separate on/off key, camera key, operator key	Keypad with 12 keys, 2 selection keys, clear and back keys, 4+1 way navigation key, volume side keys, separate on/off key, camera key, operator key
Keypad lock The possibility of locking the phone keys to prevent activation of a function in the phone.	X	X	
Lunar calendar A calendar system used in China and other parts of Asia. A lunar month is determined by the period required for the moon to complete its full cycle of 29.5 days.	X		X
Media player Play digital music and video clips.	X	X	X
Memory Phone memory free for storing items such as pictures, sounds and applications.	Up to 15 MB	Up to 12 MB	Up to 16 MB

Feature	K310	K300	Z520
Menu shortcuts Support for dedicating shortcuts to frequently used phone functions.	X	X	X
MMS (Multimedia Messaging Service) Picture messaging with text and sound.	X	X	X
MMS video Support in the phone for sending video using MMS.	X	X	X
Modem GSM Internet dial-up support.	X	X	X
Music tones Music tones, also called master tones, are DRM protected music by original artists. Various digital audio formats are supported.	X	X	X
Networks	GSM (R99) Tri-band, e-GSM 900, 1800, 1900	GSM (R99) Tri-band, e-GSM 900, 1800, 1900	GSM (R99) Quad-band, e-GSM 850, 900, 1800, 1900
OMA Data Synchronization (SyncML) A device communications standard that enables remote synchronization between devices.	SyncML 1.2 SyncML 1.1	SyncML 1.1	SyncML 1.1
OTA settings WAP, email and other settings can be sent over-the-air to the phone.	X	X	X
PhotoDJ™	X		X
Picture effects Add picture effects as fun layers to a picture.	X	X	X
Picture gallery A thumbnail image gallery.	X	X	X
Picture phonebook Add a picture to a stored contact. The picture appears on the screen when the stored contact calls.	X	X	X

Feature	K310	K300	Z520
Picture wallpaper Background picture seen on the screen when the phone is in standby mode.	X	X	X
PIM Sync (Personal Information Management) Synchronize the phone with a PC.	X	X	X
PlayNow™ Download and pre-listen to music ringtones and games straight from the phone desktop in three clicks.	X	X	X
Polyphonic ringtones	40	40	40
Predictive text input When you write text, predictive text input software predicts what word you are writing and finishes it for you. The prediction is based on previous words used and a customizable dictionary.	X	X	X
Push email	X, OMA email notification IMAP Idle		
Redial Identify and redial the most recent caller.	X	X	X
RSS Feeds Use your phone to view up-to-the-minute news and other content from selected websites and blogs.	X		
Screensaver When the phone has not been used for a while, a screensaver activates and the phone goes into 'sleep mode'.	X	X	X
Shut down menu Shut down the phone, lock the keys, turn on silent or activate a profile.	X		
SIM card lock The possibility to protect your SIM card with a four-digit PIN code.	X	X	X

Feature	K310	K300	Z520
Sleep mode A power saving feature that minimizes battery power consumed when the phone is in standby.	X	X	X
SMS, long (Text Messaging) Concatenated SMS text messaging of up to 1530 concatenations.	X	X	X
Sony Ericsson Remote Update Service Download the latest operator approved version of the mobile phone software over the air.	X		
Sony Ericsson Update Service Connect the phone to an Internet-connected computer, download the latest operator-approved version of the mobile phone software from the web, www.sonyericsson.com/support and update the mobile phone.	X		X
Sound recorder A mini recording device in your phone that lets you record voice messages or other sounds.	X	X	X
Speakerphone Loudspeaker suitable for using the phone as an office handsfree.	X		X
Speed dialling Allocating contacts in your phonebook to specific keys on the keypad.	X	X	X
Standby time	Up to 360 hours	Up to 300 hours	Up to 400 hours
Status view The display shows the network being used, time and other status information.	X	X	X
Stopwatch	X	X	X
Style-Up™ Covers Exchangeable covers to alternate the look of your phone.	X		X

Feature	K310	K300	Z520
Synchronization PC Synchronize and share phone content with a computer.	X	X	X
Talk time	Up to 7 hours	Up to 7 hours	Up to 9 hours
Tasks Keeps track of important things to do.	X	X	X
Themes display Phone menu texts and background graphics.	X	X	X
Time Line Search (Time View) Search for pictures and videos by month or day.	X		
Timer Set your phone to alert after a specific time lapse.	X	X	X
USB connectivity support Connect the phone to a computer using a USB cable.	X, USB 2.0 full speed (Support for DCU-60 with mass storage functionality)	X (Support for DCU-11)	X (Support for DCU-60)
Vibrating alert The phone vibrates when a call comes in or when an alarm goes off.	X	X	X
Video player Record, play and transfer video clips to another phone or a computer via available transfer methods.	X	X	X
Video streaming Real time streaming of video, for example, live cam.	X	X	X
Voice control Voice answer, reject and call. Assign voice commands to items in your phone book.	X	X	X

Feature	K310	K300	Z520
Voicemail Support for voicemail operator service including automatic answering and message recording.	X	X	X
WAP 1.3 A mobile Internet standard enabling you to access specially designed Internet sites.	X	X	X
WAP 2.0 XHTML A mobile Internet standard enabling you to access specially designed Internet sites. WAP 2.0 supports colour and interactive lists.	X	X	X
Weight With battery:	82 g	85 g	96 g
WTLS Wireless Layer Transmission Security – encrypts confidential information such as credit card and bank account numbers. Necessary for mobile banking and shopping.	X		X

Facts and figures

This chapter offers readers a detailed listing of all the technical data relating to the product. Comprehensive descriptions of performance and technical characteristics are presented in table format for quick and easy access.

Technical specifications

General technical data

System	GSM phase 2 recommendations. Tri-band GSM 900/1800/1900.
Speech coding	HR, FR, EFR, AMR supported where available, for high speech quality.
GSM SIM/USIM card	Small plug-in card, 1.8V and 3V.
Memory (user free)	Up to 15 MB
Data transfer speeds	Up to 85.6 kbps (downlink) Up to 42.8 kbps (uplink)

Performance and technical characteristics

Dimension	GSM 900	GSM 1800	GSM 1900
Frequency range (MHz)	TX: 880 – 915 RX: 925 – 960	TX: 1710 – 1785 RX: 1805 – 1880	TX: 1850 – 1910 RX: 1930 – 1990
Channel spacing	200 kHz	200 kHz	200 kHz
Number of channels	174 Carriers *8 (TDMA)	374 Carriers *8 (TDMA)	299 Carriers *8 (TDMA)
Modulation	GMSK	GMSK	GMSK
TX Phase Accuracy	< 5° RMS Phase error (burst)	< 5° RMS Phase error (burst)	< 5° RMS Phase error (burst)
Duplex spacing	45 MHz	95 MHz	80 MHz
Frequency stability	+/- 0.1ppm	+/- 0.1ppm	+/- 0.1ppm
Voltage operation (nominal)	3.6 V	3.6 V	3.6 V
Transmitter RF power output	33 dBm Class 4 (2 W peak)	30 dBm Class 1 (1 W peak)	30 dBm Class 1 (1 W peak)
Transmitter Output impedance	50 ohm	50 ohm	50 ohm
Transmitter Spurious emission (according to specification)	< -36 dBm up to 1 GHz < -30 dBm over 1 GHz	< -30 dBm	< -30 dBm
Receiver RF sensitivity	Better than -102 dBm	-102 dBm	-102 dBm
Receiver RX Bit error rate	< 2.4%	< 2.4%	< 2.4%

USSD technical data

Feature	Support
USSD support	GSM Phase 1/2 (Cross-phase compatibility) GPRS behaviour according to class B
Mode support mode	UI-mode supported SAT initiated USSD supported
UI-mode details	<ul style="list-style-type: none"> It is possible to scroll up and down in USSD messages It is possible to highlight embedded numbers and take actions accordingly

GPRS technical data

Dimension	Support
Compatible GPRS and SMG specifications	Release 99 according to ETSI specification
Data rates	Multislot class 10 supported (4+2). CS-1, CS-2, CS-3, CS-4. 9.050 bps, 13.400 bps, 15.600 bps, 21.400 bps supported (network-dependent)
Indicator of attachment to the GPRS service	Yes, an icon in the top left corner, a filled triangle if attached
Indicator of PDP context activation	Yes, an icon on the right side. Animated globe.
Medium Access Modes	Dynamic allocation
Support of Packet Control Channels (PBCCH/PCCCH)	Yes
Network operation mode	NOM I, II, III
Support of GPRS/CS combined procedures	Yes
Network control mode	NC0 and 2
Support of access in 2 phases	Yes
Support of PRACH on 11 bits	Yes
Support of GPRS re-selection C31/ C32	Yes
Support of static and dynamic addressing	Yes
Support of power control Uplink and Downlink	Uplink = yes, Downlink is a network feature
Support of ciphering algorithms	GEA1, GEA2

Dimension	Support
Support of compression algorithms	Yes, V42bis and IP header compression
Support of the QoS modification procedure	Yes, when initiated by the network (not by the handset)
Downlink data rate	Up to 85.600 bps for packet data communication, using 4 time slots in coding scheme CS-4
Uplink data rate	Up to 42,800 bps for packet data communication, using 2 time slots in coding scheme CS-4
Mode of operation	Class B and Class C modes of operation supported
R Reference point	Physical layer: Support of RS232. PPP is supported as L2 layer in the R reference point. Authentication algorithms PAP, CHAP supported.
IP connectivity	PDP type IP is supported. IP termination in mobile or TE (laptop, PDA) supported.
Application	WAP over GPRS supported (UDP/IP and GPRS-SMS). SMS over GPRS supported (SMS-MT, SMS-MO).
QoS	QoS negotiation supported. Default requested QoS sent by the handset at PDP context activation is reliability Class 3. Peak/Mean/Delay/Precedence. Class: subscribed. Precedence class supported (1,2,3). Reliability class 1-5 supported. Delay classes supported (1,2,3,4). Mean and peak throughput rate limited by multi slot class 4 and CS-4.
PDP context	10 PDP context descriptions are stored in the phone. PDP context description is edited via application in mobile, AT-command or via OTA. Simultaneous PDP contexts are supported, maximum 2.
SIM	GPRS aware, as well as non-GPRS aware, SIM cards are supported

SIM AT services supported

Service	Mode	Support
CALL CONTROL BY SIM		Yes
DATA DOWNLOAD TO SIM	Cell Broadcast SMS	Yes Yes

Service	Mode	Support
DISPLAY TEXT	Text of up to 240 characters (120 UCS2 coded)	Yes
	bit 1: 0 = normal priority	Yes
	1 = high priority	Yes
	bit 8: 0 = clear message after a delay	Yes
	1 = wait for user to clear message	Yes
GET INKEY	General: The GET_INKEY requires that the user confirms his/her choice.	Yes
	bit 1: 0 = digits (0-9, *, # and +) only	Yes
	1 = alphabet set	Yes
	bit 2: 0 = SMS default alphabet	Yes
	1 = UCS2 alphabet	Yes
	bit 3: 0 = character sets defined by bit 1 and bit 2 are enabled.	Yes
	1 = character sets defined by bit 1 and bit 2 are disabled and the Yes/No response is requested.	Yes
GET INPUT	General: No. of hidden input characters	252
	bit 1: 0 = digits (0-9, *, # and +) only	Yes
	1 = alphabet set	Yes
	bit 2: 0 = SMS default alphabet	Yes
	1 = UCS2 alphabet	Yes
	bit 3: 0 = ME may echo user input on the display	Yes
	1 = user input not to be revealed in any way	Yes
	bit 4: 0 = user input to be in unpacked format	Yes
	1 = user input to be in SMS packed format	Yes
	bit 8: 0 = no help information available	Yes
	1 = help information available	Yes
LAUNCH BROWSER		Yes
MORE TIME		Yes
PLAY TONE		Yes
POLLING OFF		Yes
POLL INTERVAL		Yes

Service	Mode	Support
PROVIDE LOCAL INFORMATION	'00' = Location Information (MCC, MNC, LAC and Cell Identity)	Yes
	'01' = IMEI of the ME	Yes
	'02' = Network Measurement results	Yes
	'03' = Date, time and time zone (DTTinPLI)	Yes
	'04' - Language setting	Yes
	'05' - Timing setting	Yes
REFRESH	General: The reset option requests the user to wait while the phone restarts	Yes
	'00' =SIM Initialization and Full File Change Notification	Yes
	'01' = File Change Notification	Yes
	'02' = SIM Initialization and File Change Notification	Yes
	'03' = SIM Initialization	Yes
	'04' = SIM Reset	Yes
SELECT ITEM		Yes
SEND DTMF		Yes
SEND SHORT MESSAGE	bit 1: 0 = packing not required	Yes
	1 = SMS packing by the ME required	Yes
SEND SS		Yes
SEND USSD		Yes

Service	Mode	Support
SET UP CALL	General: Capability configuration	Yes
	Set-up speech call CallParty	No
	Sub address DTMF support	Yes
	'00' = set up call, but only if not currently busy on another call	Yes
	'01' = set up call, but only if not currently busy on another call, with redial	Yes
	'02' = set up call, putting all other calls (if any) on hold	Yes
	'03' = set up call, putting all other calls (if any) on hold, with redial	Yes
	'04' = set up call, disconnecting all other calls (if any)	Yes
	'05' = set up call, disconnecting all other calls (if any), with redial	Yes
SET UP EVENT LIST	'00' = MT call	Yes
	'01' = Call connected	Yes
	'02' = Call disconnected	Yes
	'03' = Location status	Yes
	'04' = User activity	Yes
	'05' = Idle screen available	Yes
	'06' = Card reader status	N/A
	'07' = Language selection	Yes
	'08' = Browser termination	Yes
	'09' = Data available	No
	'OA' = Channel status	No
SET UP IDLE MODE		Yes, 1 row of text is supported
SET UP MENU		Yes
TIMER MANAGEMENT		Yes
OPEN CHANNEL		No
CLOSE CHANNEL		No

Service	Mode	Support
RECEIVE DATA		No
SEND DATA		No
GET CHANNEL STATUS		No

User Interaction with SIM AT

Display text

Text of up to 240 characters (120 UCS coded) is supported.

Text clearing times are 5-20 seconds and a 60-second time-out limit for the user to clear the text.

'Key' responses:

- Long 'Back' – Proactive session terminated by user.
- 'Back' – Backward move in proactive session.

Any other key clears the display if the command is performed successfully.

Get inkey

Prompt for a one-character input. Pressing 'Ok' without entering a character gives warning message "Minimum 1 character". 'Key' responses:

- 'C' clears current character.
- Long 'Back' terminates the proactive session.
- 'Back' – Backward move in proactive session.
- 'OK' – Command performed successfully.

Get input

Prompt for character input. The phone will refuse to accept further input when maximum response length is exceeded. UI Maximum Response lengths:

- Digits Only – 160 characters.
- SMS default alphabet characters – 160 characters.
- Hidden Characters (digits only) – 20 characters.

'Key' responses:

- 'C' clears current character.
- Long 'Back' terminates the proactive session.
- 'Back' – Backward move in proactive session.

- 'OK' – Command performed successfully.

Select item

Scroll to highlight item for selection. 'Key' responses:

- Navigation key press down – Scroll down list.
- Navigation key press up – Scroll up list.
- Long 'Back' terminates proactive session.
- 'Back' – Backward move in proactive session.
- 'OK' – Command performed successfully.

Send short message

Default message "Sending message, please wait" can be replaced for the Alpha Identifier text, or suppressed completely if a null text is provided.

Default responses are "MESSAGE FAILED" or "MESSAGE SENT". 'Key' responses:

- Long 'Back' or 'Back' ends the proactive session.

Set up call

If the ME is on a call when the command 'Set Up Call', 'putting all other calls on hold' is sent, the user sees the text 'Setting up a call current call will be held'. If 'OK' is pressed, the current call will be put on hold and the new call set up. If the ME is on a call when the command 'Set Up Call, disconnecting all other calls' is sent, the user sees the text 'Setting up a call current call will be disconnected'. If the 'OK' key is pressed, the current call is disconnected and the new call set up.

Set up menu

Incorporates a SIM Application Toolkit Menu Item into the ME's main menu structure.

If an Alpha Identifier is supplied in the Set Up Menu command, this is used as the SIM AT entry in the ME's main menu. If no alpha identifier is supplied and several items are found in the menu, a default

title is used. If the SIM AT Menu Item is selected by pressing 'Select', all the items sent in the Set Up Menu command are available for selection, in the same way as the Select Item command.

Media player

File types	Formats	Extensions
Audio	MP3 (192 kbit/s for local playback) MP4 M4A 3GP (Audio encoded in AMR) AMR WAV G-MIDI (level 1 with 40 voices polyphony)	.mp3 .mp4 .m4a .3gp .amr .wav .mid
Video (including audio part)	MP4 (audio: AMR) 3GP (video: H.263, audio: AMR)	.mp4 .3gp
Streaming transport	RTSP according to 3GPP™	
Video coding	H.263 Profile 0 Level 10	
Audio coding	AMR, MPEG layer 3	
Features	Automatic loop of songs in folder Automatic pause on telephone call	
Ringtone file formats	MIDI (General MIDI 1, SP-MIDI) E-Melody I-Melody AMR-NB MP3 MP4 3GP M4A WAVE RHZ XMF	

VGA camera

Facts and figures

Picture sizes (resolution)	VGA (640x480) QVGA (320x240) QQVGA (160x120) Extended size (1280x960)
Colour depth	16 bit (8 bit per RGB channel), 65K colours
Camera memory	Phone memory, no memory dedicated to the camera only.
Digital zoom	4x zoom
Night mode	Yes
Self-timer	Yes
Effects	Negative/ Solarize/ Sepia/ Black&White/ Off
Picture quality	Choose between Normal and Fine
Shutter sound	Select different shutter sounds
Shoot mode	Normal/ Panorama/ Frames/ Burst
Video recorder	
Video sizes	176x144 128x96
Shoot mode	For picture message/ High quality video

Pictures and animations

Formats	JPEG, BMP, GIF (including animated), PNG, WBMP
Sharing via	MMS, EMS, WAP, IR, email or cable

Image decoders

Decoder	Details	Size	Colour depth	File format
GIF	87a/89a	128x128 pixels	256	GIF
JPEG	ISO/IEC JPEG Baseline DCT Progressive DCT Non-differential Huffman coding Symbol 'SOF2'	VGA		JFIF v1.02 EXIF
BMP	The bitmap image format used by Windows®	XRAM dependent, 24 bit default is VGA		

WBMP

PNG

Image encoders

Decoder	Details	Size	Colour depth	File format
GIF	89a			
JPEG	ISO/IEC JPEG Baseline DCT Non-differential Huffman coding Symbol 'SOF0'	VGA		JFIF v1.02
BMP	The bitmap image format used by Windows®.	XRAM dependent, default is VGA	24 bit	
WBMP				

Short Messaging Service

Feature	Support
SMS Centre Number	It is possible to pre-load the SMS Centre Number.
Pictures	It is possible to insert a picture or an icon into the text message. EMS compliant mobile handsets will be able to see the picture correctly.
Input methods	Predictive text input and multitap.
Reply to messages	It is possible to reply to received messages by SMS, MMS, phone call or email.
Message creation methods support	Predictive writing and multitap.
Copy, cut and paste words	Yes
Teaching of predictive words that are not in the predictive dictionary	Yes
Possibilities when creating a message:	
save a sent message in a "Sent items" folder	Yes
insert a line in the message	Yes
assign a validity period to the message	Yes
use pre-defined messages	Yes
Possibilities when receiving a message:	

Feature	Support
reply to the sender	Yes
forward the message	Yes
save the message on SIM	Yes
get delivery time and date	Yes
Possibilities of the previously sent message:	
delivery report of the message	Yes (if delivery report was requested at time of sending).
forward the message	Yes
save the message on SIM	Yes
know the remaining capacity storage	No, but notification when 95% full.
Possibilities of the previously received message:	
reply to the sender	Yes
save the message on SIM	Yes
forward the message	Yes
know the remaining capacity storage	No, but notification when 95% full.
Supported ways of replying to a received SMS message:	
via SMS	Yes
via MMS	Yes
via email	Yes
via phone call (set up a call to the number contained in the message body)	Yes
via WAP call (go to the WAP address contained in the message body)	Yes
via USSD session	No
Possibility to offer the user the ability of sending an SMS message to a list of recipients	Yes
Possibility to write an email address as a recipient address	Yes
SMS storage	On the SIM and in the phone.
Nokia Picture Messaging	Yes

Enhanced Messaging Service

Feature	Support
Level of compliance supported by the handset regarding the specifications described in release 99	Enhanced Messaging Service (EMS) according to the standard 3GPP™ TS 23.040 v4.3.0, with the addition of the ODI feature from 3GPP™ TS 23.040 v5.0.0
Number of messages that the handset is able to handle to generate a concatenated message	20
Capacity storage	200 and the space left on the SIM card
Outgoing messages	<p>It is possible to:</p> <ul style="list-style-type: none"> see how many short messages an EMS message consists of before sending. choose whether to send the message or not after writing.
Incoming messages	<ul style="list-style-type: none"> A signal is heard once all parts of the message have been received or when a timeout occurs. It is possible to re-use the content of an EMS message. Sounds and pictures can be inserted in a new message, if the object is not protected using ODI
Concatenated messages	A receipt is received in the handset when all parts of a concatenated message have been delivered
Insert objects	It is possible to add pictures, animations and sounds to an EMS message
Sounds	Chimes high, chimes low, ding, tada, notify, drum, claps, fanfare, chords high, chords low
I-melody	Yes, version 1.2
Melodies	<p>It is possible to:</p> <ul style="list-style-type: none"> send and receive melodies via EMS, if the melodies are not protected by ODI download melodies and commercial tunes from WAP portals create melodies on WAP portals
WBMP	Yes
Picture sizes	16 x 16 pixels, 32 x 32 pixels, variable size in black and white.
Pictures	<p>It is possible to:</p> <ul style="list-style-type: none"> edit pictures by using the phone keypad send and receive pictures via EMS, if the pictures are not protected by ODI create pictures on WAP portals download pictures from WAP portals receive pictures in enhanced messages originated by service providers

Feature	Support
Animations	<p>The handset supports the following animations: Angry, Crying, Flirty, Happy, Kiss, Sad, Tongue, Wow, Confused, Devil, Glasses, Indifferent, Laughter, Sceptical and Wink as defined in 3GPP™ TS 23.040 v4.3.0.</p> <p>It is possible to:</p> <ul style="list-style-type: none"> • send and receive colour animations
TP-PID field value given by the handset before sending an EMS message	0 x 00

Multimedia Messaging Service

Feature	Support
MMS/CSD parameters and MMS/GPRS parameters placement	MMS is bound to an Internet profile. An Internet profile is bound to a Data Account. A Data Account contains either CSD parameters or GPRS parameters.
Possibility to pre-configure the MMS parameters in factory	<ul style="list-style-type: none"> • MMS/CSD: Yes • MMS/GPRS: Yes
Possibility to configure the MMS parameters by OTA provisioning	<ul style="list-style-type: none"> • MMS/CSD: Yes • MMS/GPRS: Yes
Possibility for all the parameters from the parameters set to be OTA provisioned at the same time	<ul style="list-style-type: none"> • MMS/CSD: Yes • MMS/GPRS: Yes
Possibility for only one parameter from the parameters set to be OTA provisioned	<ul style="list-style-type: none"> • MMS/CSD: No • MMS/GPRS: No
OTA provisioning solution	OTA Settings Specification v7.1 © Ericsson and Nokia
Supplier indication of realized interoperability tests between its MMS User Agent and MMS Relay/Server from other suppliers	Yes
Support of a standard or a proprietary procedure for OTA provisioning of MMS parameters	Proprietary
Functionalities that the user is able to set during message composition:	<ul style="list-style-type: none"> • message subject • message priority • email recipient address • message Cc recipient(s) address(es) • message Bcc recipient(s) address(es) • delivery report request • delivery time • read report request • MSISDN recipient address • validity period

Feature	Support
The user can insert multimedia elements into multimedia messages from:	<ul style="list-style-type: none"> File Manager Camera Contacts Calendar Web browser Java™ applications
Possibility for sent messages to be memorized into a folder in the phone memory	Yes
Actions that the user can perform after message notification:	<ul style="list-style-type: none"> Auto Download Always Ask Ask in roaming Not in roaming Off
Actions that the user can perform after message retrieval:	<ul style="list-style-type: none"> reply to the sender of the message SMS/MMS/Voice message reply to the sender and to Cc people MMS/Voice message reply to the sender and to Bcc people MMS/Voice message forward the message MMS delete the message save message in the phone memory call the sender of a message view details save items mark as unread
Multimedia codecs/formats supported for audio	AMR, MP3, 3GP and WAV.
Multimedia codecs/formats supported for video	3GPP™, SDP
Multimedia codecs/formats supported for image	JPEG, GIF87, GIF89A, WBMP, BMP and PNG
Supported formats for message presentation:	<ul style="list-style-type: none"> message body + attachments (email presentation) SMIL version as described in OMA MMS IOP document version 1.2
Maximum message size that can be handled by the phone for message	Content Class and Creation mode are applied. Also maximum size is possible to customize.
MMS User Agent will report problems to user in case of:	<ul style="list-style-type: none"> message not sent causes no user subscription to service, if included in ResponseText (please see WAP209). message not sent causes required functionality not supported by MMS Relay/Server, if included in ResponseText (please see WAP209). message not sent causes insufficient credit (in case of prepaid charging), if included in ResponseText (please see WAP209).

Email client technical data

Feature	Support
Bearer type UTMS (IP)	Yes
Bearer type GSM Data (IP)	Yes, HSCSD, ISDN and analog
Character sets	ISO: ISO-8859-1, ISO-8859-2, ISO-8859-5, ISO-8859-7, ISO-8859-9, ISO-8859-10 Windows: Windows-1251, Windows-1252, Windows-1254, Windows-1255, Windows-1258 US-ASCII Unicode: UTF-7, UTF-8, UTF-16 Japanese: Shift_JIS Cyrilic: KOI8-R Simplified Chinese: GB2312 Traditional Chinese: BIG5
OTA provisioning solution	Yes
Protocols	POP3 and IMAP4
Push email	IMAP Idle (extension of IMAP4Rev1), OMA Email Notification 1.0 and scheduled checking
Secure email	SSL/TLS, both port methods (POPS/IMAPS) and STARTTLS
Remote configuration	OMA Client Provisioning and Nokia Smart Messaging
HTML mail	Yes (tags removed)
Inline images	No
Message management	Window of 20 latest messages Headers only or size limits
ESMTP	Yes
Background sending	Yes

OMA Data Synchronization (SyncML) technical data

Feature	Support for SyncML
SyncML compliance	The handset is fully SyncML compliant, having passed SyncML Conformance testing. SyncML 1.2 or SyncML 1.1.2 is used depending on configuration and both are supported in Server-alerted synchronization.
Basic data formats	Contacts: vCard 2.1, Calendar: vCalendar 1.0 (vEvent), Tasks: vCalendar 1.0 (vTodo), Notes: text/plain
Possibility for operators to extend SyncML functionality.	The device may be configured to include preset SyncML settings, and to control whether SyncML 1.1 or SyncML 1.2 will be used.

Feature	Support for SyncML
Possibility to synchronize other handsets using SyncML.	No
Transport method for SyncML messages.	HTTP, OBEX (IR, USB)
Synchronization application placement.	Inside the handset.
Possibility for the user to configure login parameters (e.g. username and password) to access the remote database.	Yes
Configuration parameters that can be entered/modified by the user.	Server URL, Username, User PWD, Paths to databases (Calendar, Contacts, Tasks and Notes), UserID and PWD for Databases, Databases to be synchronized (on/off), Internet profile, Synchronization interval, Server ID and Server PWD, and permission to allow server-alerted synchronization. Can be provisioned with Ericsson Nokia OTA Settings Specification v7.1, OMA Client provisioning v1.1, and OMA Device Management 1.1.2
Mechanisms used by the handset to capture changes made by the end user (i.e. how does the SyncML client in the handset know which changes were made to the address book).	It uses a change log where it marks the contact as updated.
Ability to deal with multiple servers.	Yes
Ability to perform conflict resolution actions.	No

Browser technical data

Feature	Support in the browser
Back to previous page	Yes
Bearer type GPRS (IP)	Yes
Bearer type GSM Data (IP)	Yes, HSCSD, ISDN and analogue.
Bookmarks	Yes, up to 100 named bookmarks for easy access to frequently visited pages, with folders and sorting supported.
Bookmark Export/Import	Yes, can be sent and received using vBookmark format via Infrared, SMS, MMS and email.
Cache	Yes (size 300 kB).

Feature	Support in the browser
Character sets *	ISO: ISO-8859-1, ISO-8859-2, ISO-8859-3, ISO-8859-4, ISO-8859-5, ISO-8859-6, ISO-8859-7, ISO-8859-8, ISO-8859-8-i, ISO-8859-9, ISO-8859-10 Windows: windows-1250, windows-1251, windows-1252, windows-1253, windows-1254, windows-1255, windows-1256, windows-1257 US-ASCII Unicode: UTF-8, UTF-16BE, UTF-16LE, ISO-10646-UCS-2, ISO-10646-UCS-2_LE, ISO-10646-UCS-4, ISO-10646-UCS-4_LE Japanese: Shift_JIS, EUC-JP, ISO-2022-JP Simplified Chinese: GB2312, GB_2312-80, GBK Traditional Chinese: BIG5 Korean: EUC-KR, KS_C_5601-1987 Cyrillic: KOI8-R Thai: windows-874, TIS-620 Special: x-euc-jp, x-sjis, ISO8859-1
	*) When creating WML applications, it is recommended to always save the page contents as UTF-8, and that this is clearly indicated in the pages before publishing. This ensures that the contents of the application can be viewed, regardless of character sets used in gateways and the phone. All characters are not supported in all phones. The software version depends on which market the phone is associated to. Also, please note that the phone may not support input on a WAP Service which uses certain characters (languages), even if those characters are supported for browsing in the phone.
Clear cache	Yes
Colour	Colour display
Home page	Yes, up to 10 different; one for each WAP profile.
HTML version for browser	XHTML, Mobile Profile 1.2, HTML 4.01, WML 1.3, CSS, DOM2, ECMAScript.
Hyperlinks in Text	Yes, highlighted as blue text.
Hyperlinks in Images	Yes, indicated by a frame.
Image Animation	Yes
Image Formats	GIF (including animated) WBMP, no transparent layers, JPEG, PNG, BMP.
Network Settings	Up to 10 different settings available by selecting WAP profile (Internet, Banking, Gateway etc.).
OTA Support	Yes
PPP Authentication	PAP, CHAP supported.
Reload page	Yes

Feature	Support in the browser
Security	WTLS class 1-3 TLS version 1, Client authentication SSL version 3, Client authentication WIM on SIM ICC X.509 certificate support, WAP Profile WPKI OTA download of trusted certificates
User Agent Profiles	Yes, list of client characteristics - for example display size.
WAP/WML	WAP 2.0/WML 1.3
Internet profiles	Dynamic - up to 10 Internet profiles, each with its own settings.

Operator technical data

Feature	Support for WAP
Web Browser	Access NetFront™ 3.3
Version	2.0 baseline
HTML	XHTML Mobile Profile
Access NetFront™ 3.3	<ul style="list-style-type: none"> HTML 4.01, XHTML 1.1 Including mobile profile CSS 1 & CSS 2 (Partial) ECMAScript 3rd edition (equal to Java script 1.5) DOM level1, level2 and Dynamic HTML (Partial) Graphic Formats: GIF, Animated GIF, JPEG, PNG, BMP, WBMP
PROVISIONING	
Provisioning types	The Ericsson-Nokia OTA solution Over the Air Settings Specification, v7.1 © Ericsson and Nokia
Total Parameter sets	10 (shared between the provisioning types). < or = 10 (total number of profiles).

Feature	Support for WAP	
Parameter set list	name, homepage and homepage title (1st bookmark element), proxy/GW address, bookmarks (remaining bookmark elements), CSD phone number, CSD data rate, CSD dial type, CSD response timer, GPRS APN, protocol authentication, GW authentication, secure connection on/off	name, homepage, proxy/GW address, CSD phone number, CSD data rate, CSD dial type, CSD response timer, GPRS APN, protocol authentication, GW authentication, GPRS QoS
Parameter sets include	CSD, GPRS (different sets)	
Factory pre-configuration	CSD (possibility to lock a setting), GPRS	
OTA	CSD, GPRS configuration possible	
Security mechanism		
Bearer	The Ericsson-Nokia solution	OMA Client Provisioning
OTA via SMS	Operator verification through a code that can be included in the OTA configuration data. This code is shown to the user who can choose to install or not.	Uses security mechanism (SEC) methods according to WAP-183- ProvCont-20010724-a (see www.openmobilealliance.org).
Interface		
Bearer	The Ericsson-Nokia solution	OMA Client Provisioning
OTA via SMS	A question whether to install, with the code if available is asked. The user may have to choose to create a new profile or to replace an existing profile.	For NETWPIN the user is asked to accept to install received settings. For USERPIN, USERNETWPIN and USERPINMAC the user is subsequently asked to enter a PIN code that is a shared secret between the service provider and the user.
OTA via Cell Broadcast	-	-
Re-provisioning Interface	The Ericsson-Nokia solution	OMA Client Provisioning

Feature	Support for WAP	
OTA via SMS	Same interface as above.	If the settings previously installed were privileged or have higher priority, the settings might not be possible to install again unless the terminal is reset, otherwise as above.
OTA via Cell Broadcast	-	-
Carrier reset/provisioning	Yes, but not if the set is pre-configured in the factory and locked	
SWIM	Not used for provisioning. The SWIM is only used for security, both WTLS connections and digital signatures.	
SWIM certificate	Both client and trusted certificates can be used for WTLS connections and digital signatures.	
Applicative provisioning		
Preferred bearer customization	Yes	
Email customization	Yes, but not through provisioning.	
Other applications/features	Yes (MMS, SyncML, Wireless Village).	
Technologies		
OMA Client provisioning	Yes, WAP provisioning document v1.1.	
Openwave OTA	No	
Other	Yes, The Ericsson-Nokia solution. OTA Settings Specification v7.1.	
Provisioning bearer	SMS	
Parameter sets available	< or = 10 (total number of Internet profiles)	
Parameter sets for OTA modification	< or = 10 (total number of Internet profiles)	
PUSH		
Content types		
Service Indication (SI)	Yes	
Service Loading (SL)	Yes	
Cache Operation (CO) content type	Yes	
Session Initiation Application (SIA)	Yes	
Man Machine Interface		
SI/content retrieval postponing	Yes	
SI menu structure accessibility	Messaging, Inbox	
SL reception warning	The user can make a choice if a dialogue is wanted or not before loading the SL. Messaging/Settings/Push/Allow push msg/Always ask.	

Feature	Support for WAP
SIA reception warning	Yes
Cache size limitations	The oldest push in the inbox will be discarded
Number of push messages	Depending on the size of the push messages. Around 20 push messages with a size of 500 bytes can be stored.
Push de-activate	Yes (Messaging/Settings/Push/Allow push msg)
Dynamic push menu changes	No, there are no changes in the menus when activating/deactivating push
Security	
Mechanisms for push	None
Trust with PPG	Sending a SIA is the most trustful
WSP push sessions	No
HTTP push session	Yes
White list	Service Centre, IP address
User agent profile	
UA profile content sent at beginning of WSP session	No
URL sent pointing to the UA profile at the beginning of WSP session	No, WSP not supported
URL location	On the manufacturer WAP site
WTAI	
WTA Make Call	Yes
WTA Send DTMF	Yes
WTA Add Phonebook	Yes
DOWNLOAD	
WAP solutions	
HTTP GET solution to download content over WAP	Yes
Download Fun from Openwave	No
Other download content over WAP	Yes, download limit (HTTP protocol).
Download application/product memory check	Yes
Downloaded object solution	Yes. The user is informed where the content is saved and asked if it should be used at once or later.
UAP indication for downloading	Yes

Feature	Support for WAP
Other features	Yes. Store, delete, forward, use and manage.
Object formats	All formats that are supported in the phone will be possible to download
GRAPHICAL USER INTERFACE	
Man Machine Interface	
Selection keys	Yes
Separate/dedicated back or erase keys	Yes
Display backlight on when browsing	Yes
Predictive writing	Yes
"http://" string displayed automatically when entering URLs	Yes
Elements	
Pop-up menus	Yes, in XHTML.
Radio buttons	Yes, in XHTML.
Check boxes	Yes, in XHTML.
Buttons	Available as XHTML form controls.

Java™

Feature	Functionalities
Java 2, Micro Edition (J2ME™)	<ul style="list-style-type: none"> • CLDC 1.1 (JSR 139) • MIDP 2.0 (JSR 118) • Wireless Messaging API (JSR 120/205) • Mobile Media API (JSR 135) • Java™ Technology for the Wireless Industry (JSR 185) • PDA Optional Packages for J2ME™ Platform (JSR 75) • Web Services (JSR 172)
Java 3D	<ul style="list-style-type: none"> • Mascot Capsule Micro3D Version 3 • Mobile 3D Graphics API for J2ME™ (JSR 184)

Abbreviations

3GPP™

3rd Generation Partnership Project. Collaboration between a number of telecommunications standards bodies to specify 3G. 3GPP also maintains and develops the specifications for GSM.

AMR

Adaptive Multi-Rate. 3GPP standard for speech coding (compression).

API

Application Programming Interface

CS

Circuit Switched. Connection from A to B which has a fixed bandwidth and is maintained over a period of time, for example a voice telephone call.

CS-1 to CS-4

Coding Scheme. Determines the data rate per timeslot in GPRS.

CSD

Circuit Switched Data. CSD is a GSM service providing a CS data connection at a rate of 9.6 or 14.4kbps.

CSS

Cascading Style Sheet

DM

Device Management. DM utilizes GPRS as bearer (basic network connectivity needs to be in place) of the provisioning data and allows the operator to access the phone and check and set different settings such as Network connectivity (GPRS), email, MMS, WAP and JAVA.

GPRS

DRM

Digital Rights Management; controlling copying and distribution of contents, with respect to intellectual property rights.

DTMF or Touch Tone

Dual Tone Multi Frequency. A method of coding digits as a combination of two audible tones.

e-GSM

Extended GSM. New frequencies specified by the European Radio Communications Committee (ERC) for GSM use when additional spectrum is needed (network-dependent). It allows operators to transmit and receive just outside GSM's core 900 frequency band. This extension gives increased network capability.

EFR

Enhanced Full Rate, speech coding.

EMS

Enhanced Messaging Service. An extension of SMS enabling pictures, animations, sound and text formatting to be added to text messages. 3GPP has included EMS in the standards for SMS.

ETSI

European Telecommunications Standards Institute.

FR

Full Rate, speech coding.

GIF

Graphics Interchange Format. Format for storing images which also supports animated images. Highly compressed by limiting the colour palette to 16 or 256 colours.

General Packet Radio Services

GSM

Global System for Mobile Communications. The GSM system family includes GSM 850, GSM 900, GSM 1800 and GSM 1900.

HR

Half Rate, speech coding.

HSCSD

High Speed Circuit Switched Data

HTML

HyperText Markup Language

HTTP

HyperText Transfer Protocol

IETF

Internet Engineering Task Force

IMAP

Internet Message Access Protocol, a method of accessing email or bulletin board messages that are kept on a mail server. IMAP Idle is an optional expansion of the IMAP email protocol that allows the server to send new message updates to the client in real time.

JPEG

Joint Photographic Experts Group, best known for the JPG format for still image compression.

MIDI

Musical Instrument Digital Interface

ME

Mobile Equipment (phone excluding SIM card)

MMI

Man-Machine Interface. Same as User Interface (UI).

MMS

Multimedia Messaging Service. Logical extension of SMS and EMS, MMS defines a service enabling sound, images and video to be combined into multimedia messages.

MP3

MPEG-1 layer 3, an effective audio coding scheme.

MPEG

Moving Picture Experts Group. A working group of ISO/IEC in charge of the development of standards for coded representation of digital audio and video.

ODI

Object Distribution Indicator. Part of EMS release 5, ODI is a mechanism for controlling distribution of contents (pictures, melodies etc.) within short messages.

OMA

Open Mobile Alliance, promotes interoperability and a wireless standard for delivering email, text-based Web pages and data to cellphones, PDAs, pagers and other mobile terminals. OMA email enables the mobile email client to be notified of a new email using mobile network protocols.

OTA

Over-the Air Configuration. To provide settings for the phone by way of sending a message, SMS, over the network to the phone. This reduces the need for the user to configure the phone manually.

PDA

Personal Digital Assistant

PDP

Packet Data Protocol

PIM

Personal Information Management. Generic term for applications such as Contacts, Calendar, Tasks etc.

PNG

Portable Network Graphic

SI

Service Indication

SL

Service Loading

SIM card

Subscriber Identity Module card – a card that must be inserted in any GSM-based mobile phone. It contains subscriber details, security information and memory for a personal directory of numbers. The card can be a small plug-in type or credit card-sized, but both types have the same functions.

SMS

Short Messaging Service. Allows messages of up to 160 characters to be sent and received via the network operator's message centre to a mobile phone.

SS

Supplementary Services

SSL

Secure Socket Layer

UI

User interface

URL

Uniform Resource Locator.
The global address of documents and other resources on the World Wide Web.

USB mass storage

When connecting a PC to the phone, the phone's memory appears as a removable disk along with other disks and drives in the PC. You can then quickly and easily drag and drop items between folders in the phone and the PC such as images, documents, music and video.

USSD

Unstructured Supplementary Services Data. Narrow-band GSM data service.

vCard

vCard automates the exchange of personal information typically found on a traditional business card, for use in applications such as Internet mail, voice mail, Web browsers, telephony applications, call centers, conferences, PIMs /PDAs, pagers, fax, office equipment, and smart cards. vCard is specified by IETF.

VGA

Video Graphics Array. Graphics standard introduced by IBM, having a resolution of 640x480 pixels.

WAP

Wireless Application Protocol. Handheld devices, low bandwidth, binary coded, a deck/card metaphor to specify a service. A card is typically a unit of interaction with the user, that is, either presentation of information or request for information from the user. A collection of cards is called a deck, which usually constitutes a service.

WBMP

Wireless BitMap.
A graphic format optimized for mobile computing devices.

WML

Wireless Markup Language. A markup language used for authoring services, fulfilling the same purpose as HyperText Markup Language (HTML) does on the World Wide Web (WWW). In contrast to HTML, WML is designed to fit small handheld devices.

WSP

Wireless Session Protocol

WTLS

Wireless Transport Layer Security. Part of WAP, WTLS provides privacy, data integrity and authentication on transport layer level between two applications.

XHTML

Extensible HyperText Markup Language

Related information

Documents

- Sony Ericsson User Guide
- Sony Ericsson FAQ
- AT Command Reference Manual
- WAP 2.0 Specifications

Links

- www.sonyericsson.com/
- www.ericsson.com/mobilityworld/
- www.midi.org
- www.extendedsystems.com
- www.gsmworld.com/
- www.imc.org
- www.imc.org/pdi/
- www.3gpp.org
- www.etsi.fr
- www.wapforum.org
- www.syncml.org
- www.w3.org/TR/xhtml-basic/
- www.java.sun.com
- www.access-netfront.com/
- www.cognimatics.com

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